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No.AC.2(S)/384/14-15

Dated: 28.05.2016

1-06

**NOTIFICATION**

Sub: Introduction the list of experiments for Soft skill paper in B.Sc (Computer Science) and BCA from the Academic Year 2016-17.

Ref: 1. Decision of the Faculty of Science & Technology Meeting held on 16.02.2016.

2. Decision of the Academic Council meeting held on 29-03-2016.

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The BOS in Computer Science (UG) which met on 30.11.2015 has resolved to Introduce the list of experiments for Soft skill paper in B.Sc. (Computer Science) and BCA from the academic year 2016-17 as follows:

Course and Paper	Existing	Modified	Remarks/Justification
BCA/ B.Sc (Computer Science)  Soft Skill	Nil	<ol style="list-style-type: none"><li>1. Create a document and illustrate the following formatting options<ol style="list-style-type: none"><li>a. Text alignment</li><li>b. Line spacing and paragraph spacing</li><li>c. Bullets and numbering</li><li>d. Different types of fonts</li><li>e. Saving in different formats</li><li>f. Margins and page layout</li></ol></li><li>2. Create a document to illustrate<ol style="list-style-type: none"><li>a. Table options</li><li>b. Formatting tables, rows, cell and columns, split and merge cells</li><li>c. Sorting a table</li><li>d. Borders and shading</li><li>e. Inserting pictures, header and footer, date and time, Different shapes, text box</li><li>f. Mail merge</li></ol></li><li>2. Create a work book with student details and<ol style="list-style-type: none"><li>a. Calculate total, percentage and grade for all students</li><li>b. Sort the work</li><li>c. Insert chart to show the percentage of different students</li></ol></li></ol>	In the existing syllabus, there was no hints/clues for teachers to decide what to do in the lab and also to bring in uniformity across institutions

		<ul style="list-style-type: none"><li>d. Display records with matching criteria</li><li>e. Different chart formatting options</li><li>3. Create work book to illustrate<ul style="list-style-type: none"><li>a. Different formulae</li><li>b. Database options</li></ul></li><li>4. Creating a simple presentation and illustrate different formatting options</li><li>5. Create a greeting card for celebration of Indian Independence Day using scribus tool</li><li>6. Create a 3D House using different shapes available in the toolset of scribus</li><li>7. Create the advertisements for the following:<ul style="list-style-type: none"><li>a. 3" x 6" – Cloth showroom advertisement</li><li>b. 2"x2" – House for Rent advertisement</li><li>c. 10" x 15" – Government Notice advertisement</li></ul></li><li>8. Edit the photo of your interest by performing following operations using scribus tool:<ul style="list-style-type: none"><li>a. Change the background colour to red</li><li>b. Change the size of the photo to 256x256</li></ul></li><li>9. Create a 2 D animation to demonstrate Ping-Pong ball using blender animation tool</li><li>10. Create a movie of a minute using photos captured through the mobiles</li><li>11. Demonstrate the following<ul style="list-style-type: none"><li>a. Installing FreeCAD software, Components FreeCAD, Main Application Window</li><li>b. Creating, Opening, Saving, Closing and Exploring drawings</li><li>c. Basic Editing Commands: Undo, Redo, Cut, Copy and Paste</li></ul></li><li>12. Draw the following simple shapes using FreeCAD: lines, Circle, Ellipse, Polygon</li><li>13. Insert a piece of text using FreeCAD and format the properties Position, Label Text, Display Mode, Font Size, Justification, Line Spacing, Rotation and Font Name.</li></ul>	
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	<p><b>Part-B</b></p> <p>6. Program to find the minimum cost spanning tree using Prim's Algorithm.</p> <p>7. Implement n-Queen's problem using Back Tracking.</p> <p>8. Program to generate n random numbers and sort them using Quick Sort method (Divide and Conquer).</p> <p>9. Program to find shortest path from one vertex to every vertices using Dijkstra's Algorithm (Dynamic Programming).</p> <p>10. Program to implement Merge Sort Algorithm (Divide and Conquer).</p>	<p>6. Program to generate n random numbers and sort them using quick Sort algorithm (Divide and Conquer) and estimate the time and space complexity.</p> <p>7. Program to implement the graph Breadth first search algorithm and estimate the time and space complexity</p> <p>8. Program to implement the graph Depth first search algorithm and estimate the time and space complexity.</p> <p>9. Program to find the minimum cost spanning tree using Prim's algorithm and estimate the time and space complexity.</p> <p>10. Program to find the minimum cost spanning tree using Kruskal's algorithm and estimate the time and space complexity.</p>	
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The Faculty of Science and Technology and the Academic Council at their Meetings held on 16.02.2016 and 29.03.2016 respectively have also approved the above said proposal and the same is hereby notified.

Draft approved by the Registrar

*[Signature]*  
Deputy Registrar (Academic)

To:

1. The Dean, Faculty of Science & Technology, DOS in Earth Science, MGM.
2. The Chairperson, BOS (UG)/DOS in Computer Science, Manasagangotri, Mysore.
3. The Registrar (Evaluation), University of Mysore, Mysore.
4. The Principals of the Affiliated Colleges running UG Programme in Science Stream only.
5. The Director, College Development Council, University of Mysore, Mysore.
6. The Coordinator, Directorate of Online & Outreach programme, Parakalamatta, MGM.
7. The Deputy/Assistant Registrar/Superintendent, Academic Section, UOM, Mysore.
8. The Deputy/Assistant Registrar/Superintendent (Evaluation), UOM, Mysore.
9. The P.A. to the Vice-Chancellor/Registrar/Registrar (Evaluation), UOM., Mysore.
10. Office file